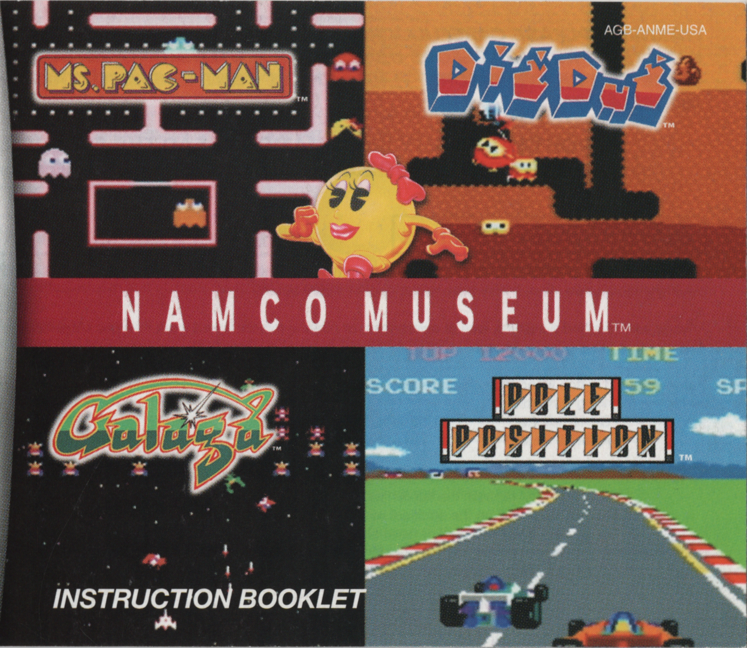
AGB-ANME-USA

GAME BOY ADVANCE®


MS. PAC-MAN™
DIG DUG™
GALAGA™
TOP 12000
TIME
SCORE
59
POLE POSITION™

NAMCO MUSEUM™

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision
Eye or muscle twitching
Involuntary movements
Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

For more information on this product's rating, visit http://www.esrb.org or call **1-800-771-3772**

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

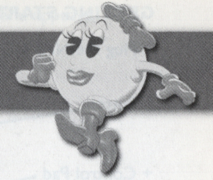
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS



MS. PAC-MAN™ 6

Galaxian™ 9

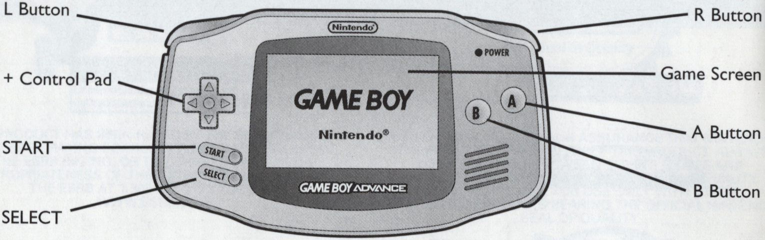
Galaga™ 12

Dig Dug™ 17

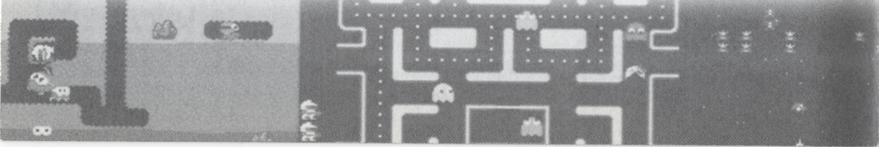
POLE POSITION™ 20

GETTING STARTED

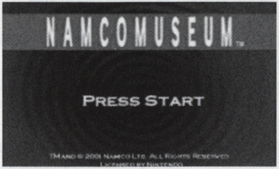
1. Plug the NAMCO MUSEUM™ Game Pak into your Game Boy® Advance Unit.


L Button
+ Control Pad
START
SELECT
R Button
Game Screen
A Button
B Button
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
A
B

2. Turn on your Game Boy® Advance Unit. In a few moments, the main Title Screen appears.



TITLE SCREEN - When the **A Button** or **START** is pressed, the Main Menu appears.



MAIN MENU

Controls on the Main Menu:

- You can select a game by pressing the ◀ or ▶ on the **+ Control Pad.** The games available are:

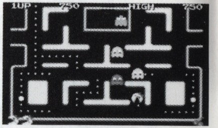
  Ms. Pac-Man
  Galaxian
  Galaga
  Dig Dug
  Pole Position

- Pressing the **A Button** starts the selected game and displays its Title Screen.

MS. PAC-MAN™

How to Play the Game - The purpose of the game is to eat all the Pac-Dots from each maze while avoiding the attacks of the four ghosts. When all the Pac-Dots are eaten up you can proceed to the next round.

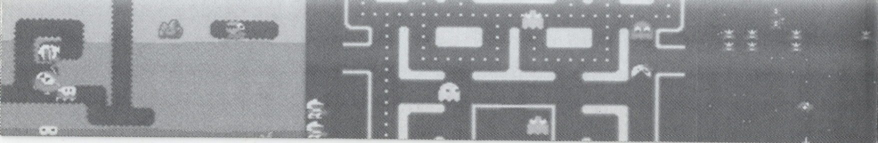
Rules



- If you touch a ghost, Ms. Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is set in the initial setting and can be changed with the Bonus Option).

Power Pellets - Chomp down on a power pellet and Ms. Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghosts change to a dark-blue color for a short time. The ghosts will start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return back to the Ghost Home, then the ghost is regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.



Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down a ghost that's hot on your tail.

How to use the controller:

START GAME: Press the **A Button** to play in Full Screen Mode. Press the **B Button** to play in Scroll Mode.

- Before the game begins, you can press **START** to bring up the Ms. Pac-Man Options. You have the following options:

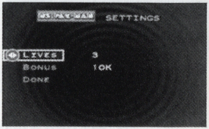
Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:

Lives - Choose to start with 1, 2, 3, or 5 lives.

Bonus - Set the point value that must be reached to earn an extra life.

1. 10,000 points
2. 15,000 points
3. 20,000 points
4. None

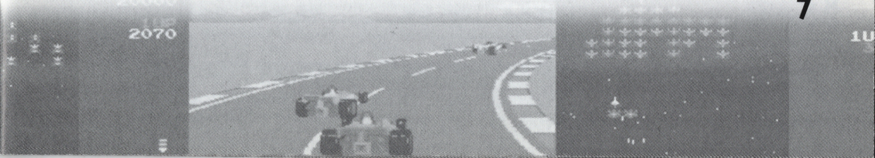


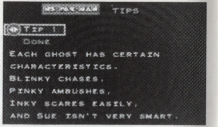
SETTINGS

LIVES 3

BONUS 10K

DONE





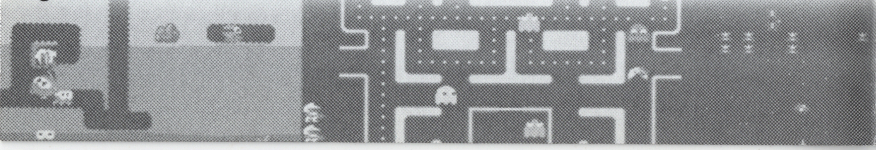
EACH GHOST HAS CERTAIN CHARACTERISTICS.
BLINKY CHASES.
PINKY AMBUSHES.
INKY SCARES EASILY.
AND SUE ISN'T VERY SMART.

Tips - This option opens up a list of tips for Ms. Pac-Man. You can scroll through by pressing ◀ or ▶ on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.

Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** will control the movements of Ms. Pac-Man.
- During game play in Scroll Mode, hold the **L Button** to view the map's top half. Hold the **R Button** to view the map's bottom half.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

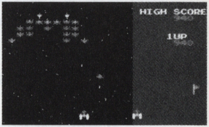
Continue
Quit Game
Main Menu



Galaxian™

How to Play the Game - The formations attack you one after another when the game starts. Your mission is to kill all the enemies to proceed to the next stage.

Rules



- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- The game is over when all lives are lost.
- One star fighter is awarded by scoring 5,000 points. (This value is set in the initial setting and it can be changed with the Bonus Option).

Tips

- Kill the escorts! - Destroying the boss with one escort is worth 200 points, with two is worth 300 points. Kill both escorts first and then the boss to get 800 points.
- If you take too long to destroy the formation, or if there are only a few enemies left, they will start attacking very aggressively. Kill the enemies quickly!

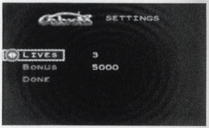
How to use the Controller:

START GAME: Press the **A Button**.

- Before the game begins, you can press **START** to bring up the Galaxian Options. You have the following options:

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:



SETTINGS

LIVES 3

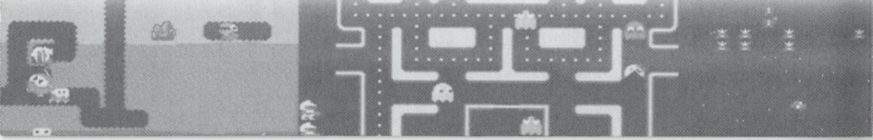
BONUS 5000

DONE

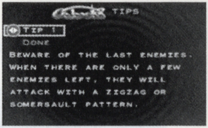
Lives - Choose to start with 3 or 5 lives.

Bonus - Sets the point value that must be reached to earn an extra life.

1. 4,000 points
2. 5,000 points
3. 7,000 points
4. None



Tips - This option opens a list of tips for Galaxian. You can scroll through by pressing ◀ or ▶ on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.

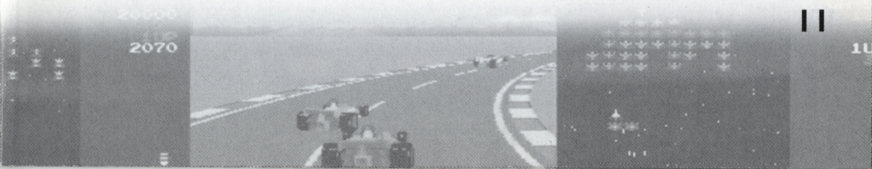


BEWARE OF THE LAST ENEMIES. WHEN THERE ARE ONLY A FEW ENEMIES LEFT, THEY WILL ATTACK WITH A ZIGZAG OR SOMERSAULT PATTERN.

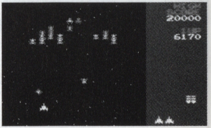
Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** controls the horizontal motion of your ship.
- The **A Button** or **B Button** causes your ship to fire.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

  Continue
  Quit Game
  Main Menu

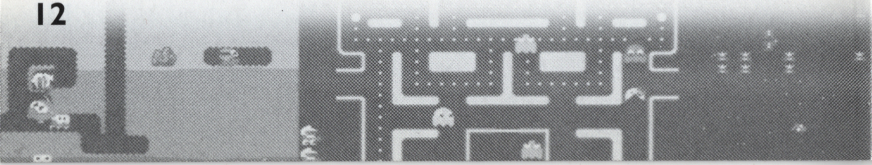


How to Play the Game - When the game is started, the Galaga alien formation appears and assembles in the upper part of the screen. Soon after that, they start attacking. Your star fighter is operated by moving to the left or right. When Galaga troops come flying down to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.



Rules

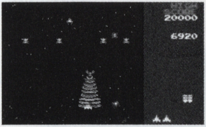
- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- The game is over when all lives are lost.
- If your Lives setting is set to 2, 3, or 4, one star fighter is awarded when you score 20,000 points, 70,000 points, and for every 70,000 points after that. If you set your lives to 5, the first bonus fighter is awarded at 30,000 points and every 120,000 points after that.
- It is possible to change Lives and Bonuses separately.

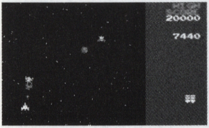


Let's fight with a Dual Fighter!

- When two fighters are combined into one unit, your fighter has double the firepower. This fighter is called a dual fighter. Let's start a major attack!

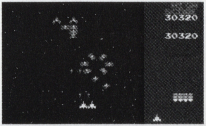
First, let Boss Galaga capture your fighter with his tractor beam.





A fighter has been captured and Boss Galaga is flying at you. Take your aim and fire!

A fighter rescue mission was successfully completed. A single fighter has changed into a dual fighter!

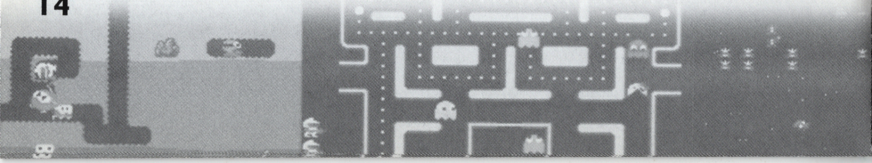


Tips

- If you shoot a captured fighter, the fighter will be destroyed. Be very careful and aim only at Boss Galaga!
- Be careful if there are no more fighters left and you are surrounded by a tractor beam; the game ends if your last fighter is captured.
- Attack Boss Galaga while he is flying! When a Boss Galaga with a captured fighter is attacked in formation, the captured fighter becomes your enemy!

Your Chance to Win Big Points in the Challenging Stage!

The first challenging stage occurs on the third stage and on every fourth stage after that. Various types of Galagas will be flying in dancing formations. Since you can only obtain bonus points for the number of enemies that are defeated, you should shoot down as many as possible. Shoot down all enemies to get a perfect bonus.



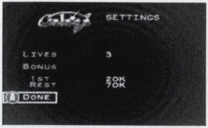
How to use the Controller:

START GAME: Press the **A Button**.

- Before the game begins, you can press **START** to bring up the Galaga Options. You have the following options:

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:


SETTINGS

LIVES 3

BONUS

1ST 20K

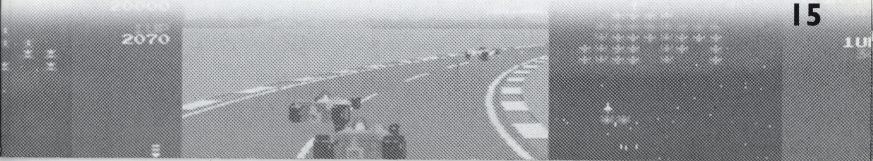
REST 70K

Lives - Choose to start with 2, 3, 4, or 5 lives.

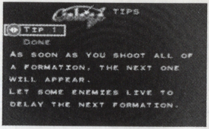
Bonus - Sets the point value that must be reached to earn an extra life.

1. 20,000 points and 60,000 points.
2. 20,000 points and 70,000 points.
3. 20,000 points and 80,000 points.
4. 30,000 points and 80,000 points.
5. 30,000 points and 100,000 points.
6. 30,000 points and 120,000 points.
7. None

* These values change if the Lives Setting is 5.



Tips - This option opens up a list of tips for Galaga you can scroll through by pressing the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



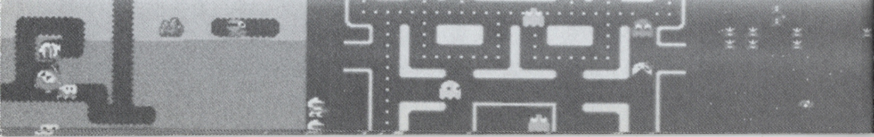
AS SOON AS YOU SHOOT ALL OF A FORMATION, THE NEXT ONE WILL APPEAR.

LET SOME ENEMIES LIVE TO DELAY THE NEXT FORMATION.

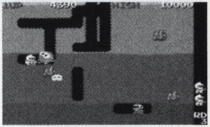
Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** controls the horizontal motion of your ship.
- Pressing the **A Button** or **B Button** causes your ship to fire.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

  Continue
  Quit Game
  Main Menu



How to Play the Game - Move Dig Dug and dig up the ground layers. Then use your pump to pop and eliminate the enemies or crush them with rocks, while avoiding their attacks.



Rules

- You lose a life if you are caught by the enemies, touch Fygar's fire or get crushed by a rock.
- The game is over when all lives are lost.
- An extra life is awarded when scoring 20,000 points and 60,000 points. (This value is the default setting and can be changed by adjusting the Bonus Option).
- The Continue Screen appears when the game is over. You can continue playing the game by pressing the **A Button** before the countdown reaches zero.

Vegetable - A vegetable appears if you drop two rocks during each round. The more stages you clear, the more the vegetables are worth.

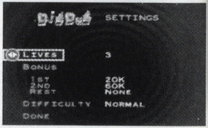
How to use the Controller:

START GAME: Press the **A Button.**

- Before the game begins, you can press **START** to bring up the Dig-Dug Options. You have the following options:

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:



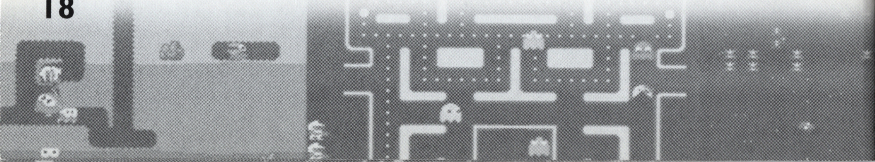
SETTINGS
LIVES 3
BONUS
1ST 20K
2ND 60K
REST NONE
DIFFICULTY NORMAL
DONE

Lives - Choose to start with 1, 2, 3, or 5 lives.

Bonus - Sets the point value that must be reached to earn an extra life.

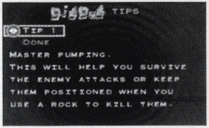
1. 10,000 points, 40,000 points, and then every 40,000 points after.
2. 10,000 points, 40,000 points.
3. 10,000 points, 50,000 points, and then every 50,000 points after.
4. 10,000 points.
5. 20,000 points, 60,000 points, and then every 60,000 points after.
6. 20,000 points, 60,000 points.
7. 20,000 points, 70,000 points, and then every 70,000 points after.
8. None

* These values change if the Lives Setting is 5.



Difficulty - Choose to play the game on Easy, Normal, Hard or Expert levels of difficulty.

Tips - This option opens up a list of tips for Dig Dug you can scroll through by pressing ◀ or ▶ on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.


DigDug TIPS

TIP 1

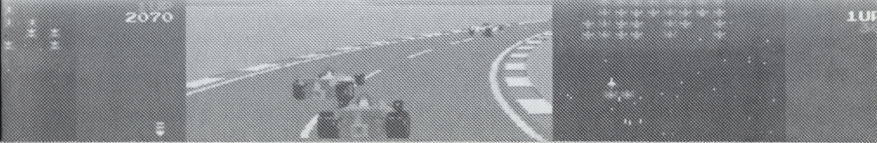
DONE

MASTER PUMPING.
THIS WILL HELP YOU SURVIVE THE ENEMY ATTACKS OR KEEP THEM POSITIONED WHEN YOU USE A ROCK TO KILL THEM.

Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** controls Dig Dug's movement.
- The **A Button** causes Dig Dug to shoot his pump. After hitting an enemy, press three more times to cause the enemy to inflate and explode.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

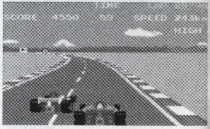
Continue
Quit Game
Main Menu

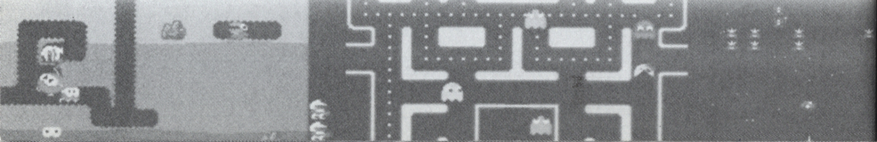


POLE POSITION™

How to Play the Game – You can control your car's steering, acceleration, braking, and the shifting of gears. First, you must qualify for the main race by completing one lap with a fast lap time. If successful, you receive your starting position for the main race. If you take too long on the qualifying lap, you won't qualify for the main race and the game is over.

When starting the main race, you begin from the position that you qualified. The race starts when the light turns green and you must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars or obstacles on the sides of the racetrack. Also, avoid driving over water puddles, since these slow you down. You will receive additional race time for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/Finish line, the game is over.





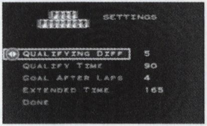
Tips

- Shift into low gear, tap the brake, or let off on the accelerator to slow down for sharp turns.
- When approaching traffic, try to drive between opposing cars by positioning your car in the center of the track. Beware of cars that change lanes!

How to use the Controller:

START GAME: Press the **A Button**.

- Before the game begins, you can press **START** to bring up the Pole Position Options. You have the following options:



SETTINGS

QUALIFYING DIFF 5
QUALIFY TIME 90
GOAL AFTER LAPS 4
EXTENDED TIME 165
DONE

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:

Qualifying Diff – This option sets the Qualifying Lap difficulty of game play between a value of 1 (easy) to 8 (hard).

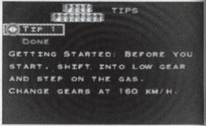
Qualify Time - This Option sets the Qualifying time limit for the race to 90, 100, 110, or 120.

20000
2070
1UP

Goal After Laps - Choose between 3 or 4 laps per game.

Extended Time - This option selects between the amount of extended time you can earn. If the Goal After Laps option is set to 3, you can select from 102, 105, 108, and 111. If the Goal After Laps option is set to 4, you can select from 161, 165, 169, and 173.

Tips - This option opens up a list of tips for Pole Position you can scroll through by pressing ◀ or ▶ on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



GETTING STARTED: BEFORE YOU START, SHIFT INTO LOW GEAR AND STEP ON THE GAS.
CHANGE GEARS AT 160 KM/H.

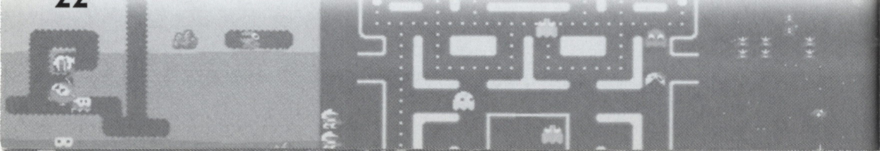
Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

Controller Configuration

A Button - Accelerate
B Button - Apply brakes
R Button - Shift Up & Down

- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

Continue
Quit Game
Main Menu



CREDITS

Published by: *Namco Hometek Inc*
Developed by: *Mass Media*

Producer: *Mike Lescault*
Associate Producer: *Jon Kromrey*
Product Marketing Manager: *Jim Atkiss*

Quality Assurance Manager: *Brian Schorr*
Quality Assurance: *Dae Kim and Adrian Escultura*
Package and Manual Design: *Price Design Team*

Special Thanks:
Yoshi Homma
Jesse Taylor
Dai Matsumoto
Berry Kane
Yas Noguchi

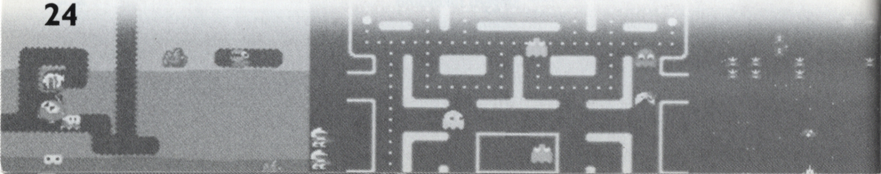
Special Thanks to Namco Ltd:
Masaya Nakamura
Shigeru Yokoyama
Takefumi Hyodo

CREDITS

Mass Media

Executive Producer: *David Todd*
Producer: *Bernie Whang*
Lead Programmer: *Robert Toone*
Additional Programming: *Bob Hickman and Andy Green*
Shell Programmer: *Nigel Spencer*
Lead Artist: *Robin Karlsson*
Software Tools Guru: *Ken Jordan*
Additional Tools: *Dan Pinal*
Music: *Jim Andron*
Additional Artwork/SFX Conversion: *Bernie Whang*
Interactive Studio Management:
Bob Jacob
Clyde Grossman
Stewart Kosoy
Testing: *Donald Mendoza*

Special Thanks: *Charlene Bohnhoff*



Namco Tip Line
1-900-737-2262

$.95/minute for automated tips.
$1.15/minute for live counseling.
9-5 M-F Pacific Time.

All the hints, tricks and cheats!
Under 18, please have your parent's permission.
Touchtone phones only.

For questions and information not listed on the 900 line, write to:

Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131

Namco Online: http://www.namco.com
Visit our Website to get information about our new titles.

LIMITED WARRANTY
Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY
Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

NAMCO HOMETEK INC.
2055 JUNCTION AVENUE
SAN JOSE, CA 95131
www.namco.com

PRINTED IN U.S.A.